

# MISSION BRIEFING

Two hundred years ago, war broke out between the Hsiflian Kharzale and the Tarran Empire, after it was proven the Hsiflians were responsible for acts of piracy in the region of space known as DELTA.

Earth finally won after 50 years of conflict. Things were in a mess, but out of the ashes, ARMALYTE INDUSTRIES emerged and seized power. In the years that followed, the DELTA incident was forgotten, although the reestablished trade routes steered well clear of Delta space.

Five years ago, a patrol in Delta space stumbled into what appeared to be an abandoned Hsiflian research outpost.

Armalyte Industries established a research base on the ruins of the old Hsiflian outpost where AI scientists were accompanied by a token force of light armour because Hsiflian resistance was low.

Four months ago Armalyte Industries received a message that the scientists were on the verge of a massive breakthrough but shortly afterwards all contact was lost with the outpost. Communications haven't been reestablished since, and no patrol can get near the place. This suggests the outpost has been overrun by invading forces.

According to transmissions received just before the loss of contact, the Hsiflians had made a similar breakthrough to that of AI's scientists. They had discovered a power source of near infinite potential, but they weren't ready to tap the source. AI have

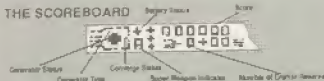
decided to use independent fighting forces to disguise their military involvement — for such risky manoeuvres would surely alert their clients around the galaxy and seriously damage their business reputation.

Your mission is to enter Delta space and reclaim the outpost. According to intelligence, much of the surrounding area of space is under Hsiflian control, so be careful out there!

The Hsiflians, utilizing the resources of the base have an almost limitless supply of ships and firepower far more advanced than we know. To counter this we can equip you with state-of-the-art weaponry and the very latest in military transport. We will be on hand to ferry replacement craft although your ships are expensive and supply is short.

To get the ship into Delta space, it has to be stripped of all heavy weaponry, but throughout the deep space battlefield there are munitions pods (crystal-like formations in space) to collect. These provide the ship with a massive energy surge activating the inner-built shield rendering you invulnerable for a while. Continuously shooting the crystal-like munitions pods provides the ship with weaponry; the more shots the pod takes the better the weapon received. In two-player mode additional pods appear, providing enough power for both fighters. If you're fighting alone there is a remote unit which fires as you do, and follows you every move unless you detach it from your ship.

## THE SCOREBOARD



## SHIP ENHANCEMENTS

**MUNITIONS POD:** Collecting a shield makes the ship invulnerable for five seconds (ship flashes). When shot pods change shape to indicate the enhancement that can be booted on.

**EXTRA FORWARD FIRE:** At the start of each level you have two forward shots which can be increased to four.

**TAIL FIRE:** Gives the craft a formation of backward firing bullets.

**VERTICAL CANNON:** Adds vertical fire to your arsenal.

**TRIDENT:** Enables two flanking guns to complement your main weapon.

**CONVERGE:** Adds two more shots to the main guns by diverting the ammo from the tail gun (if you already have one). Two extra long gun enhancements are needed. (See Converge Status.)

**BATTERY:** Adds one extra energy storage cell to your craft (maximum of four). Each one stores six charges, for use by the super weapons at the required time.

**SUPER WEAPONS, ENERGY CONSUMPTION & REMOTE:** Both ships have three super weapons, selected by either player by the keyboard. They are fired

by holding down the fire button for a few seconds.

When fired they use up energy, which is supplied by the ship's on-board generator system. This, on its own, stores six energy charges, and once fired you have to wait until the generator builds up to full power again. However, you have some backups; the energy is dumped to an available battery and can be used later.

**SUPER WEAPONS:** Type A: Discharges a long sustained blast, which passes through solid matter destroying items or installations otherwise impossible to destroy. Uses two charges to fire, low availability. Type B: Releases a swarm of laser fire around the craft, protecting you from two directions. One charge per blast, medium availability. Type C: Fires a rapid burst of pulsed energy ideal for close encounters in any environment. One charge per blast, very high availability.

**THE REMOTE:** In one-player mode, the second ship is replaced by an automatic drone. This follows you and can act as a shield against most enemy shots. It can also be detached from your craft (press space bar) and glides along its own trajectory, until you recall it (press space bar again).

# CONTROLS

On title screen:

F1 — one- or two-player mode

F3 — switch between the three different starfields

F7 — demo mode

FIRE — starts the game

*In game:*

CBM Key — switch player and super weapon

? Key — switch player two super weapon

Space — toggle remote tracking on/off

Run/Stop — pause (and restarts)

Q Key — quit

ARMALYTE is the sixth in an on-going saga of entertainment products to captivate and seduce from Thalamus for the Commodore 64/128 on cassette and diskette and has no catalogue number.

ARMALYTE was designed and programmed by Cyberdyne Systems, who are: John Kemp (systems programming), Dan Phillips (main programming), Robin Levy (all graphics, attack waves, level design), John Harnes (original algorithms, additional programming).

With help from: Martin Walker (music, sound effects and test pilots), Mr and Mrs Kemp (office premises), Paul Cooper (production, love, truth and honesty), John Harnes and Bob Stevens (test pilots, mastering and servants), David Birch (hard-sell), Franco Frey (leave financial favours), Gill and David (the nose of art), Richard (not just PR), Roger (and his duty Mac), Steven Fescoules (for Darts One — not pride is still intact).

In the incredibly improbable event of this product being faulty, please return it to the original place of purchase.

PRODUCED BY PAUL COOPER FOR THALAMUS

Audio visual concept, label, program (c) 1988 Thalamus Limited

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